



Army S&T Overview Objective Force Munitions

*NDIA 2001 Munitions Executive Summit
13 February 2001*



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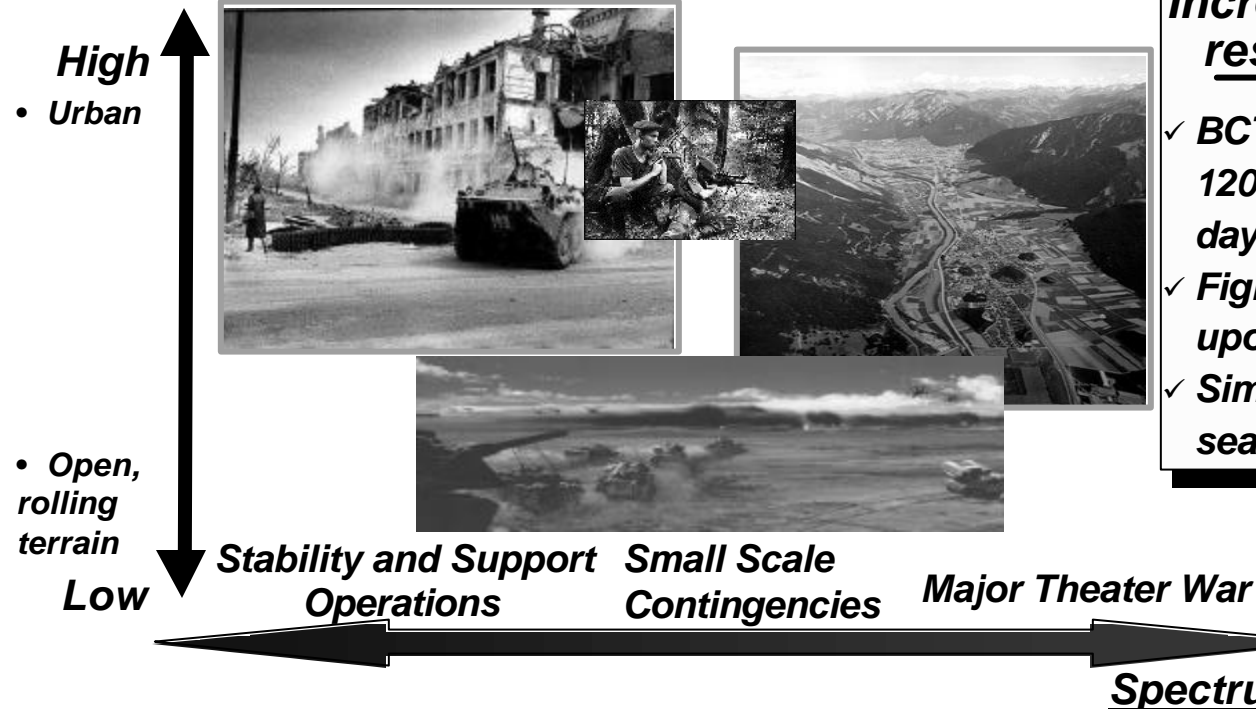


*Objective Force Warrior - - -
Decisions Today for Tomorrow*



Objective Force for Full Spectrum of Missions

Environmental Complexity



Increased strategic responsiveness

- ✓ BCT in 96 hrs; Div in 120 hrs; 5 Div in 30 days
- ✓ Fight immediately upon arrival
- ✓ Simultaneous air and sea lift

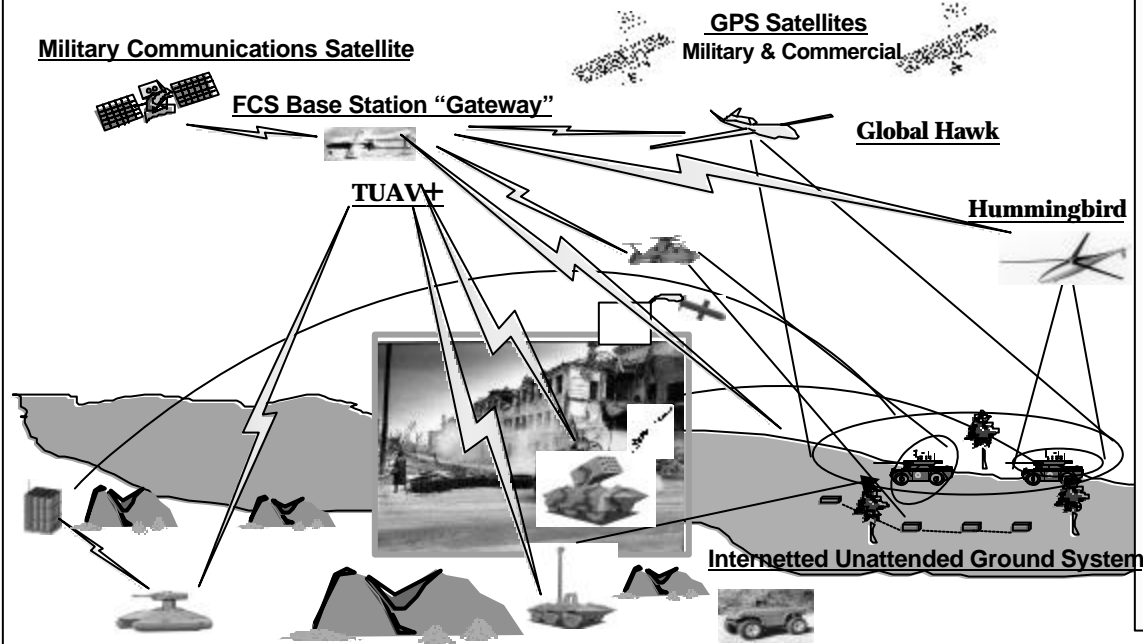
"If we can't get to the fight faster, we're not relevant."

Sec Army Louis Caldera, 6 Nov 00



Lethality and Survivability through ... Network Centric Combat

Increased lethality and survivability



KNOWLEDGE

- ✓ See with greater clarity
- ✓ Every attack deliberate
- ✓ Every engagement an ambush
- ✓ Inside enemy dwell time

OVERMATCH

- ✓ Precise targeting
- ✓ Assured lethality

PROTECTION

- ✓ Maneuver with lower profile
- ✓ Full spectrum active protection
- ✓ Advanced ballistic protection

See First . . . Shoot First . . . Kill First



Objective Force Lethality Requires Operational and Technology Innovation

Pacing Technologies

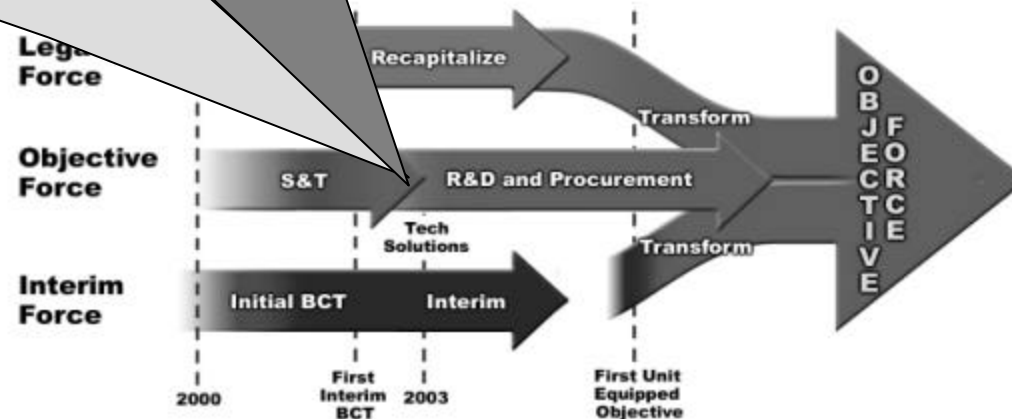
- Recoil management
- Precision Munitions
- Multi-purpose warheads
- Novel Kinetic Energy (KE) Penetrators
- Hi-G Survivable G&C
- Advanced Propulsion
- Seekers / Sensors / MEMS INS
- High Power Density

Armament Capabilities

- Rapid engagement of full target spectrum from 0 - 50km.
- Fire on the move, all terrain
- Roll-on / Roll-off from C130 aircraft
- Standoff precision lethality
- Scalable Lethality

Force Capabilities

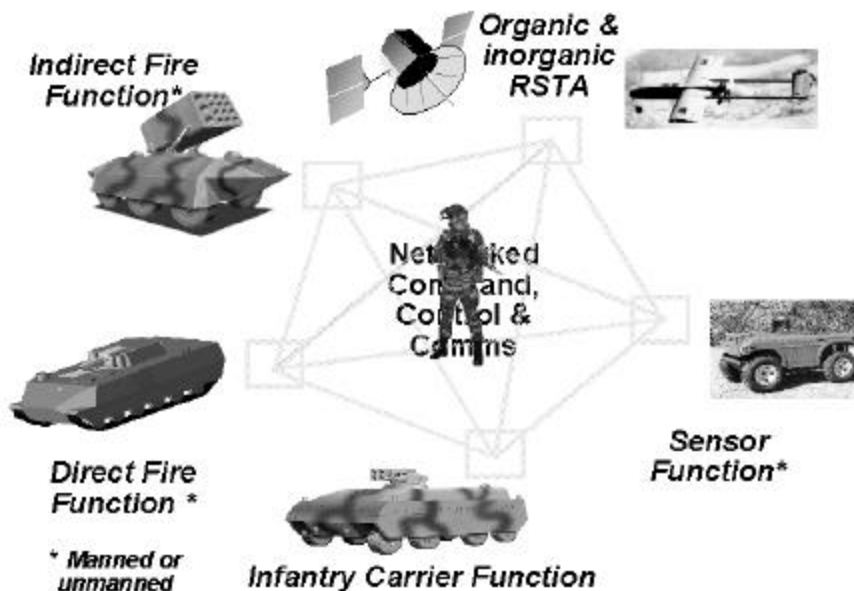
- Dominant the spectrum of military operations
- Deployable anywhere within 96 hours
- Dominate Red Zone while simultaneously shaping deep battle





Future Combat Systems

Notional Systems Construct



**System of Systems
Approach...
not platform-centric**

**DARPA / Army
Collaboration ***

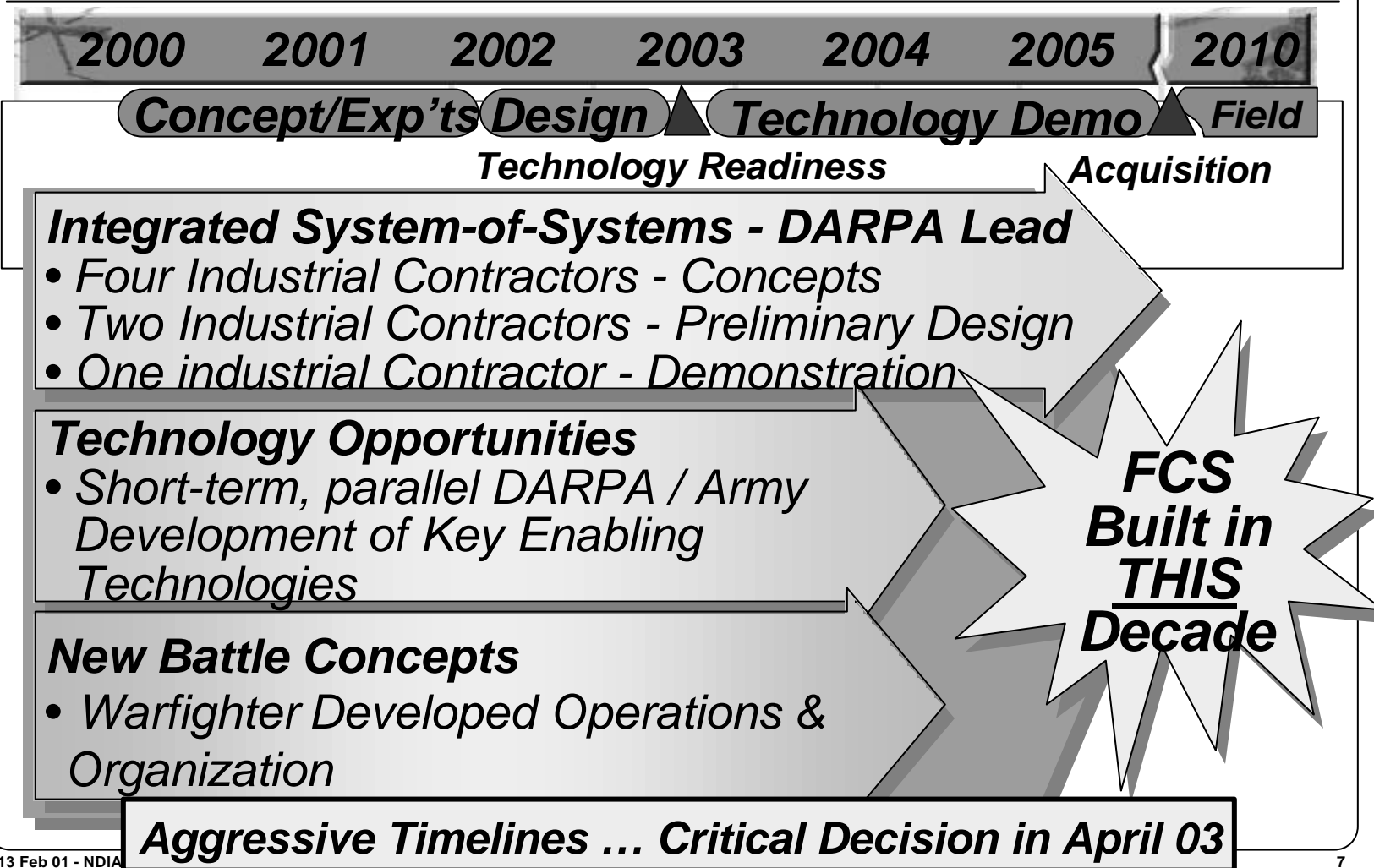
- **DARPA: high risk & innovative approaches**
- **Army: accelerates high-payoff core technologies**

* \$916M Collaborative MOA (FY00-05)

Overwhelming Organizational Combat Power

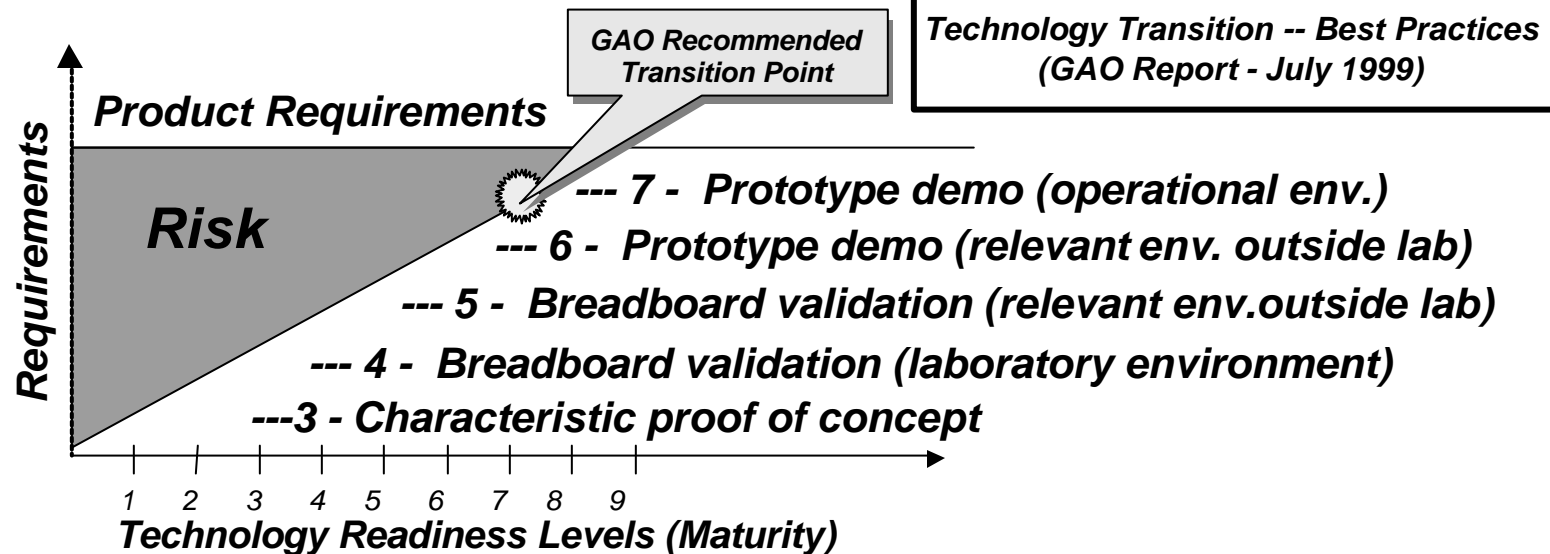


What makes FCS so challenging?





Providing Rigor In Technology Transition Management



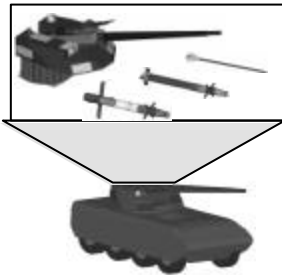
- **Technology Readiness synchronized with FCS Schedule**
 - > **TRL 5 Components/ Subsystems by Mid FY03**
 - > **TRL 6 Components/ Subsystems by Mid FY04**
 - > **TRL 6 System of System Demonstration by end FY05**

Army S&T IS using TRLs

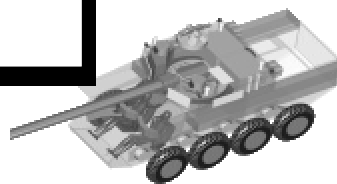


Lethality Options for FCS

Multi-Role Armament & Ammunition ATD



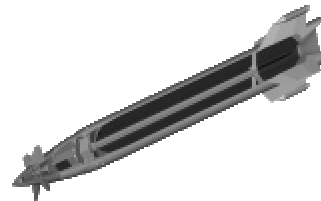
Cannons



Electromagnetic Gun (E-Gun)

Missiles

Compact Kinetic Energy Missile / Hypervelocity Missile



Mortars & Guns

RAMM



Common Missile



Networked Fires



Loiter Attack Missile



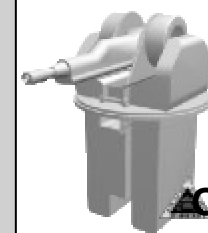
Precision Attack Missile



Containerized Launch Unit



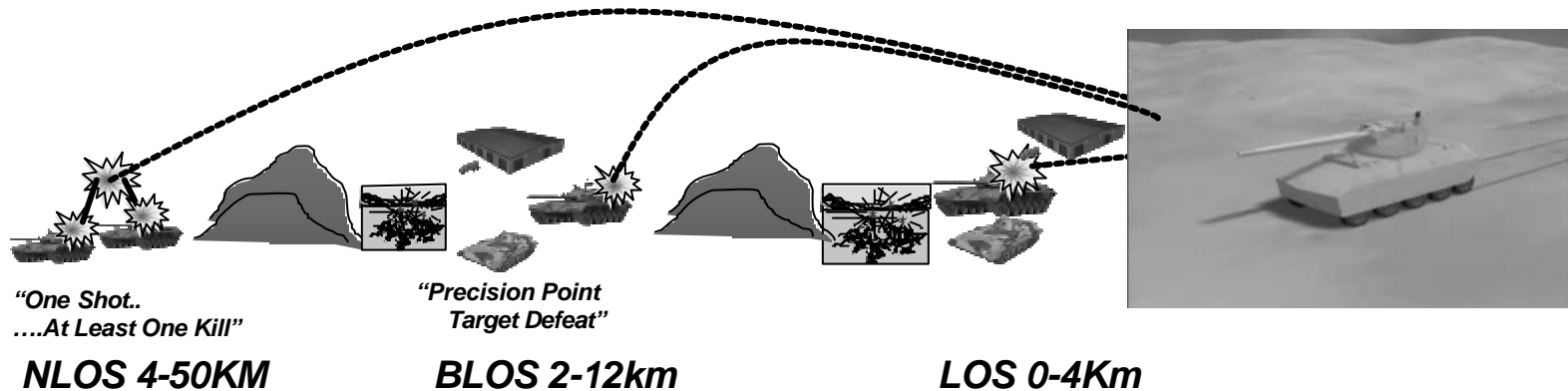
Command & Control



OCSW



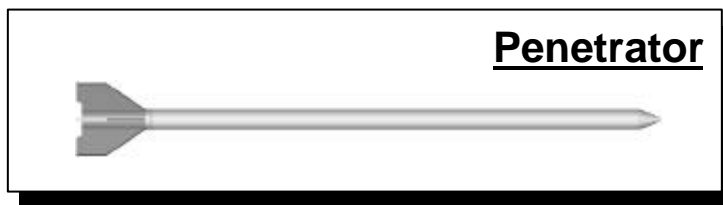
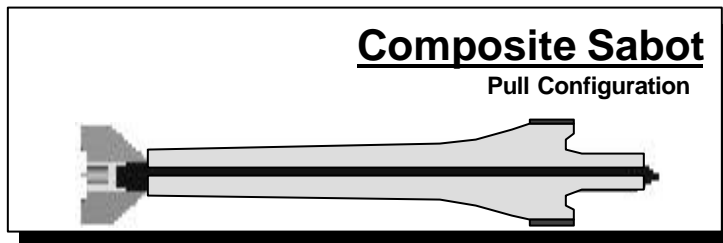
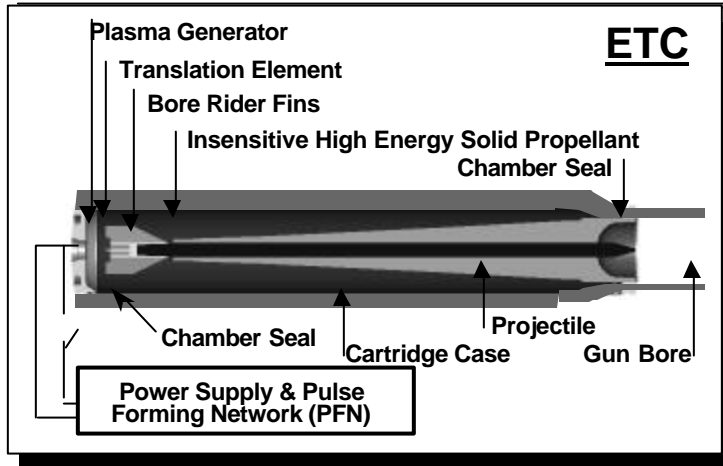
Direct And Indirect Fire Missions In One Twenty Ton Vehicle



- **Concept Description**
 - An armament system capable of rapidly engaging full target spectrum
- **Pacing Technologies**
 - Electro-Thermal-Chemical (ETC) Propulsion
(precise ignition to support fire out of battery)
 - Three Round Munitions Suite
 - MP-ERM with multi-purpose warhead (precision delivery of multi-purpose warhead out to 12km)
 - Smart Cargo (accurate delivery of bomblets, high explosive, smart submunition, etc. out to 50km)
 - Advanced KE (defeats heavy armor threats 0km – 4km)



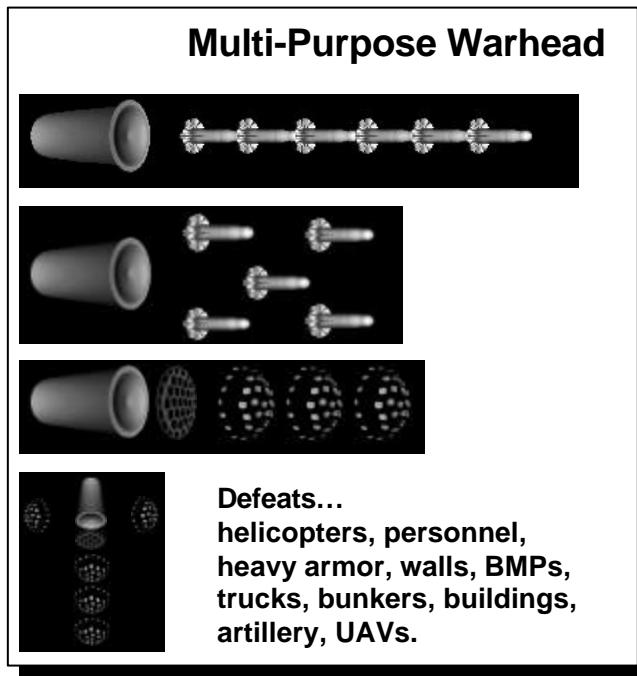
Advanced Kinetic Energy for Line of Sight Dominance



- Challenge
 - Increased lethality against heavy armor at extended ranges (0-4km).
- Barrier
 - Increasing threat protection
 - Smaller, lighter round
- Solution
 - Advanced KE projectile
 - ETC
 - Higher muzzle energy
 - Composite Sabot
 - Lighter sabot puts more energy into rod
 - Goal: 55% reduction of sabot mass versus aluminum (e.g., fielded, 105mm, M900 KE projectile)
 - Novel Penetrator



Extended Range Munitions for Beyond LOS Dominance



- **Challenge**
 - Warhead effects against multiple targets with one munition type (in order to reduce logistics burden) out to 12km.
- **Barrier**
 - Constraining volume while increasing performance
 - Current warheads are optimized for particular target classes
 - Delivery errors of ballistic flight
- **Solution**
 - Precision munition
 - Hi-G survivable G&C
 - Multi-purpose warhead
 - More powerful explosives
 - Ignition circuits / selectable fuzing

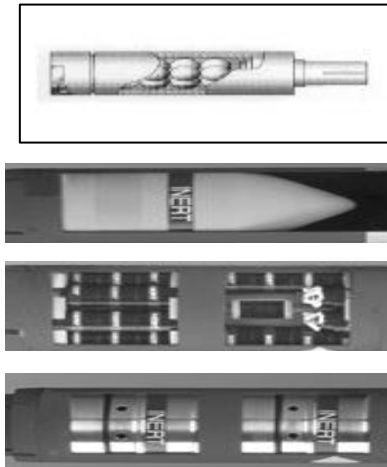


Loitering Cargo Round for Non LOS Dominance

Carrier



Submunition Options

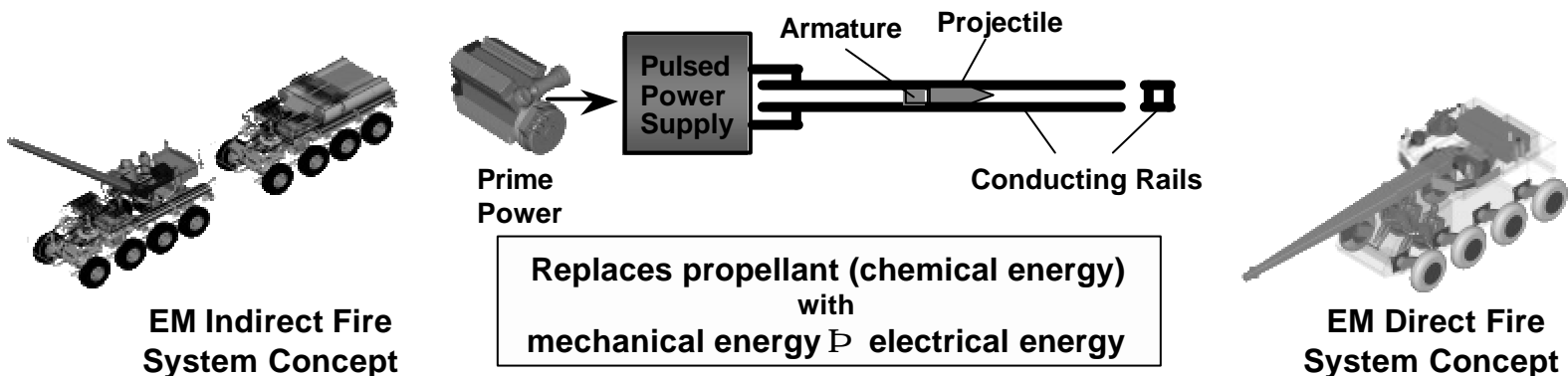


- Challenge
 - Lightweight carrier round with sufficient volume to carry multiple payloads out to 50km.
- Barrier
 - Smaller round leaves less room for cargo than a 155mm cargo round
 - Latency of target location information due to long time of flight.
- Solution
 - Lightweight Accurate Carrier Round
 - Maximize payload volume
 - smart skin (smart materials and structures for control actuation surfaces)
 - Metal matrix composites for airframe
 - Hi-G survivability of navigation sensor and airframe (IMU, GPS/INS)
 - Dynamic Retargeting
 - Robust comms links



Electromagnetic (EM) Gun Technology

***Enable lightweight future combat systems by providing
overwhelming lethality with EM Gun***



Pacing Technologies:

- Compact, efficient pulsed power
- Robust, efficient, long life launchers
- Low parasitic mass, low energy and lethal launch packages

Warfighter Payoffs:

- Increased lethality & robust defeat of all future threats
- Improved survivability - reduced launch signature & elimination of chemical propellant
- Greater sustainment - reduced weight/volume rounds

A lethal armament for direct and indirect fire applications



Compact Kinetic Energy Missile

Line of Sight Anti-Tank (LOSAT)



Length 9 ft 9 in
Weight 175 lb.

Pacing Technologies:

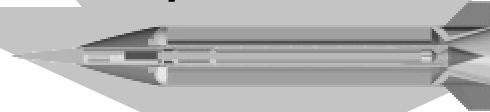
- KE Penetrator
- High-g Guidance and Control
- High Performance, Non-Detonable Propulsion

*Increased Speed Required
For Reduced Size*

$$KE = \frac{1}{2} MV^2$$

Length 4 ft.
Weight 50 lb.

Compact KE Missile



Warfighter Payoffs:

- LOSAT-like Lethality
- Large Quantity KE Stowed Kills
- Lightweight Quick Kill
- Virtually Fire & Forget (TOF < 6sec)
- Fire on the Move
- Range (0.4 – 5km)
Goal (0.2 – 8km)

LOSAT-Like Lethality in 4 ft/50 lbs



Modernized HELLFIRE Technology Demo (Common Missile)

Demonstrates Common Missile for Air-to-Ground Mod HELLFIRE and
Ground-to-Ground TOW F&F...EMD-ready in FY04.

Small, Lightweight,
Superior Lethality
TOW/HF Compatible

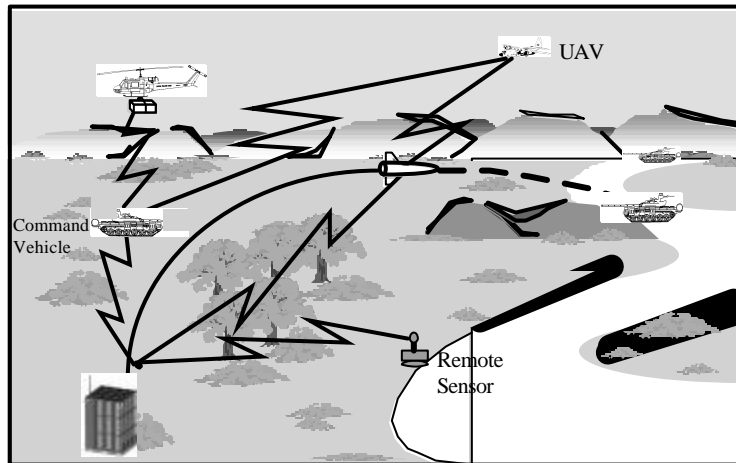


Replaces Two
Anti-Tank Missiles
With One Multi-Mission
Missile

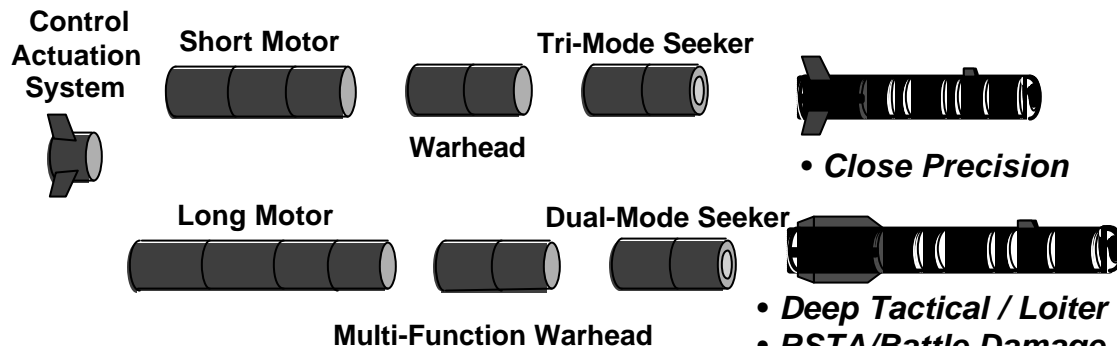
- Multi-Mode Adverse Weather Seekers
- Fire & Forget Guidance
- On-Demand Propulsion With 50%- 100% Greater Range Than Current HF
- Important First Step Toward Common Missile for Objective Force



DARPA/Army Beyond Line-of-Sight Networked Fires (NetFires)



Common Modular Missile for Multi-Mission Capability



Pacing Technologies:

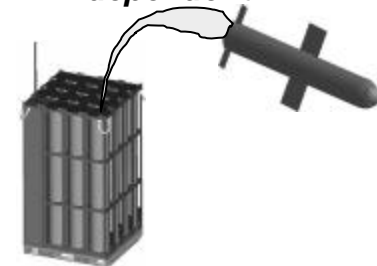
- Sensors
 - Uncooled IR (Precision Endgame)
 - 3-D Laser Radar (RSTA/ATR)
- Guidance and Control
 - Precision Miniature Inertial Guidance
 - Networked 2-Way Data Link
- Container
 - Plug-n-Play (Data and Power)
 - Rocket Motor Gas Management
- Propulsion
 - Solid Pintle (Variable Thrust)
 - Miniature Turbojet (Loiter)

Containerized for Lower Life Cycle Costs

- Reduced Logistics
- Platform Independent

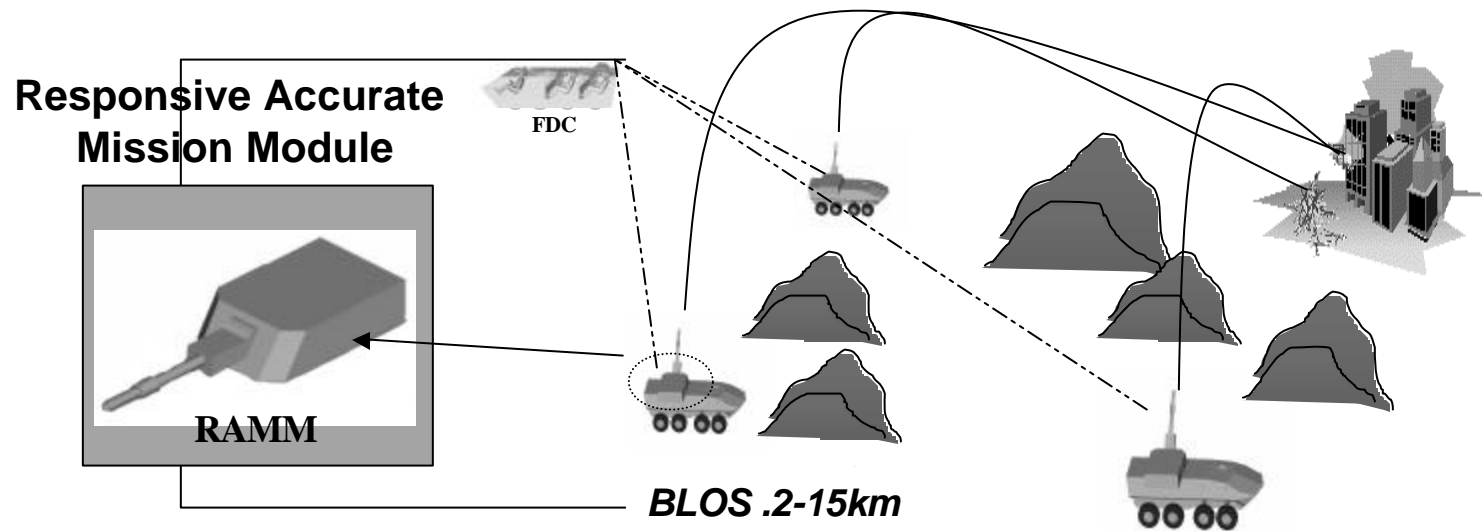
• Close Precision

- Deep Tactical / Loiter
- RSTA/Battle Damage Assessment





Lightweight Responsive Mobile Unmanned 120mm Mortar Indirect Fire System



Pacing Technologies:

- Advanced Digital Fire Control
- Advanced Light Weight Structures
- High Speed Gun Pointing & Accuracy

Warfighter Payoffs:

- Reduce Soldier exposure/risks
- Increase small unit lethality
- First round BLOS target effects
- Approaching indirect fire on the move

Lethality without Vulnerability



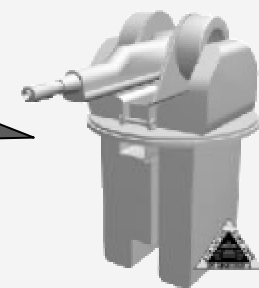
Objective Crew Served Weapon

Provide the dismounted warfighter a crew served weapon system more than 100 lbs lighter than the M2 & MK19 MGs, with overwhelming lethality capable of defeating protected, defilade targets & light armor out to 2000m.



**60% Lighter than
current systems**

**50% reduction in
cartridge weight**



**Candidate For Vehicle
Secondary Armament
FCS**

Pacing Technologies:

• Ammunition:

- Electro Mechanical Fuze

• Fire Control:

- Optical Phased Array Laser Steering

- Thermal Tracking

Warfighter Payoffs:

- Ability to Defeat Targets in Defilade
- Increased Mobility & Firepower
- Increased Survivability & Standoff
- Improved Target Acquisition
- Full Solution Day/Night Fire Control System
- Reduced Crew Size
- Reduced Logistics Train

Lightweight Weapon System w/ Revolutionary Lethality



Summary

- ***The path to Army Transformation demands responsive & deployable systems***
- ***Army S&T Focus is on smaller, lighter, and smarter Munitions***
- ***We are doing things that have never been done before***

“The only thing that matters is Innovation.”

Peter Drucker